

AFFIDAVIT OF HUANG

State of Illinois)
) SS.
County of Cook)

SMING HUANG states:

1. He is the president of Artic International, Inc., the defendant in the Civil Action No. 80 C 5863.

2. That no agent of Artic International, Inc. was present at 10601 West Belmont Avenue, Franklin Park, Illinois on either February 14, 1980 nor May 5, 1980 nor on September 15, 1980 when the video tapes submitted to the Copyright Office by Plaintiff were recorded.

3. That Artic International, Inc. did not directly or indirectly copy the video tapes referred to above in paragraph No. 2.

4. That he has compared the computer programs stored in the ROM Memory Board sold by Artic International, Inc. with that of Midway Memory Board, and these are different.

5. That of the five (5) ROMs on the memory board made by Artic International, Inc., not one of them contains the same program as contained in any one of the five (5) ROMs mounted on Midway's board that it replaces.

6. That he received the prototype of Artic International, Inc's ROM memory board from a Japanese business associate and, on information and belief, believes such to have been

independently developed by employees of that company.

7. That he is aware of at least six different manufacturers who produce and distribute Galaxians. These include Midway Mfg. Company, Namco, Ltd., at least three firms in Japan, including Iren, Inc. of Japan, International Scientific of Japan, and Tito of Japan, and at least one firm in Taiwan. These Galaxians are all substantially similar to one another. Accurate copies of magazine ads for such non-Midway Galaxians are attached.

8. That while in Japan he saw a Kamikaze electronic amusement game which could use the ROM Memory Board made by Artic International, Inc., to speed up its play. This game had different colors and character shapes and presented a different "picture" than the Galaxian game.

9. That the ROM Memory Board sold by Artic International, Inc. can be used in any of the games mentioned above in paragraph Nos. 7 and 8.

10. That Artic International, Inc. does not know, when it receives an order, as to what game of which manufacture its product may end up in.

11. That the program in the ROM Memory Board sold by Artic International, Inc. controls the position, number, and movement of certain characters, but not their shape or color. Other ROMs on the main or master PC board of the computer of the game control those other features.

12. That Artic International, Inc. has advertised

internationally through Replay Magazine and at a show that was attended by many foreign customers and potential customers.

13. That Artic International, Inc. has shipped speed-up kits/ROM Memory Boards to foreign purchasers in Europe and Asia. It has no way of knowing whose make of machine these are likely to end up in.

14. That if called to testify as a witness at the trial of this matter, he could competently testify to the matters stated herein.

Shiang Shih-Ming

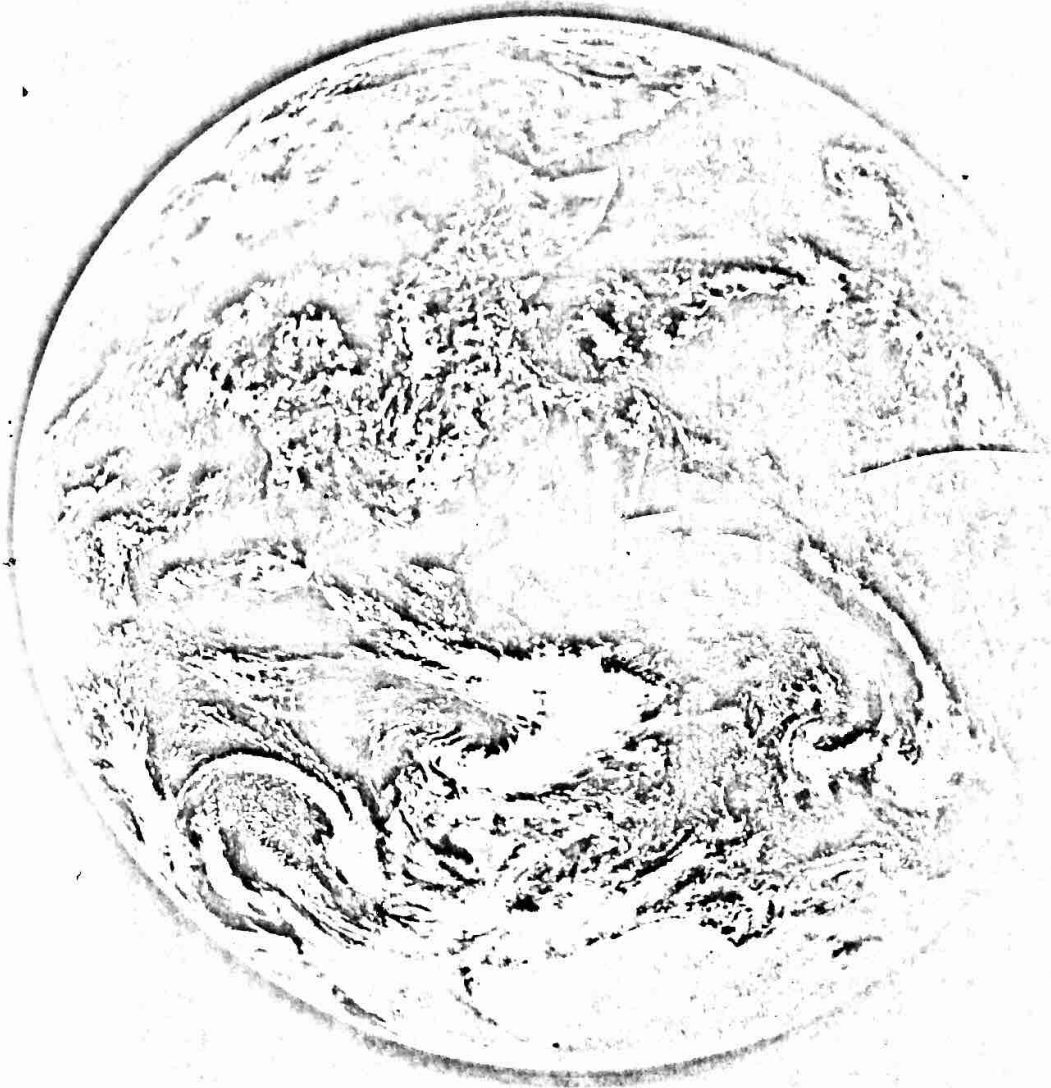
Subscribed and sworn to before me, a Notary Public, on the
22nd day of December 1980.

Catherine Chaffin
Notary Public

ePlay magazine

America's Coin-Op Entertainment Trade Publication

SEPTEMBER
VOLUME 7, NO. 9



INTERNATIONAL
DIRECTOR OF
THE COIN-OPERATED
ENTERTAINMENT INDUSTRY

EXHIB

BULLETIN

COMPENDIUM OF USED EQUIPMENT ADS AND OTHER NOTICES OF INTEREST TO THE COIN INDUSTRY

FOR SALE:

Cleopatra	\$495	Middle Earth	\$350
Robot Disco	1095	Breakout	350
Genie	1125	Super Speed Race	2495
Close Encounters	695	18 Wheeler	1275
Myra	1350	Space Invaders	1375
Rolling Stones	1150	Night Driver	
Mat Hoffman	695	(sitdown)	1675
Hall of Fame Trotters	795	Football 4 pl.	1350
Evid Removal	425	Football 2 pl.	575
Paragon	825	Soccer 4 pl.	
Eight Ball	595	(floor sample)	1125
Playboy	875	Lunar Lander	875
Super Nova	895	Shark Jaws	295
Search	1225	Trac 10	
Big Game	1325	(unshopped)	195
Star Master	1375	Bandido	1195
Pokerino	725	Space Wars	775
Go	1095	3-D Bowling cocktail table	
Time Warp	775	(unshopped)	375
Star Wars	825	Clay Champ	1550
Loose Ball	1225		

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1055 Dryades Street, New Orleans, La. 70113/(504) 529-7321, CABLE: NONOVCO.

VIDEO CONVERSION KITS

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Call or write for particulars.

Also have used 'Space Invaders'
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and 'Galaxian' games for sale.

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SPACE INVADERS
Used Cocktail Tables
XLNT Condition
\$650 each
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Dozer (unshopped)	\$275
Super Shifter (sitdown)	
(unshopped)	125
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(unshopped)	225
Steer A Coin	275
Soccer 2 pl.	450
Kiss Tester	125
Sex Tester	125
Swing Boat	525
Puffin Billy	425
Moto Cat (single)	625
Toytown Rescue	
(carousel)	700
Humpty Dumpty	
(see-saw)	625
Towtown Racer (new)	
(single)	875
Toytown Racer (used)	
(single)	475
Kiddie Kar	350

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Silver Falls (new)	\$1295	Galaxian	\$1395
Taito Space Invaders Upright	1295	Big Game	1395
Starfire (sitdown/color)	1795	Star Hawk	1095
Future Spa	1150	Sundance	995
Space Invader Pinball	1795	Side Trak	1295
Paragon	1150	Football	575
KISS	1095	Head On	895
Silverball Mania	1495	Lunar Lander	1095
Nitro Groundshaker	1250	Space Wars	895
Time Warp	925	Sea Wolf	595
Trident	895	Rock-Ola 452 console	595
Meteor	1195	Rock-Ola 456 console	795

★ Exidy Targ Now Available
Special Order — One of the new hot color video games. ★

★ Nichibutsu Moon Cresta color cocktail table
Now available for immediate shipment.
It outplays all other space combat games. ★

★ Moon Base (Invader) cocktail table \$1095
Space Fever (Three Invader Games) \$995 ★

2 IN 1 Rolling Crash (Two games in One color cocktail table) \$1795
Atari Asteroids cocktail table — Immediate Delivery — call for price.

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RePlay

magazine

DECEMBER
VOLUME 7

America's Coin-Op Entertainment Trade Publication

Stars
fall on
Chicago!

**FACTORIES PUSH
MARKET BASKET
OF NEW GOODS
INTO AMOA EXPO**

EXHIBIT

INTRODUCING...
THE NEW COLOR OVERLAY
Asteroids - Star Hawk - Space Wars
 instantly turns these black & white
 games into a deluxe color game in
 minutes. This color overlay ap-
 pears on monitor with friction,
 giving the game a brilliant array of
 colors and a unique visual effect.

ONLY \$19.95 each

Each check requires two weeks
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 Speed increases depending upon
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 Designed to provide effective cash-flow, machine, route and
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25 cent play SKEEBALLS

Seven with ticket dispensers
 \$700.00 each

Five without ticket dispensers
 \$550.00 each

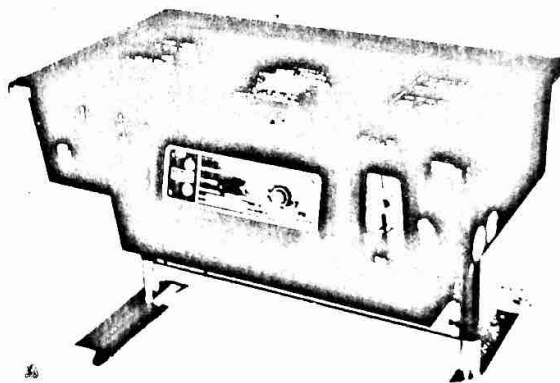
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VIDEO CONVERSION KITS

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 Call or write for particulars.

Also have used 'Space Invaders'
 'Moon Alien', 'Escape from Mars'
 'Galaxian' & 'Moon Cresta'
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**SPECIAL GALAXIAN, ASTEROIDS,
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GALAXIAN用 LSI

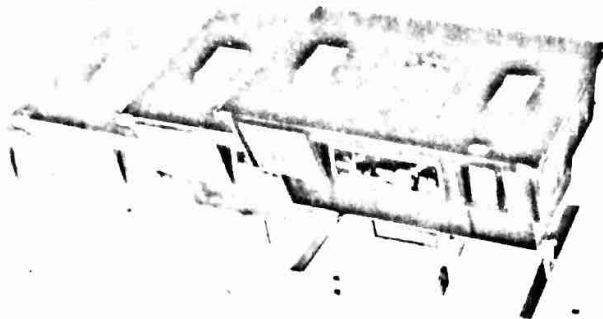
DELIVERY NOW : ALL IC'S & PC-BOARD FOR GALAXIAN
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CPU Z-80A
MEMORY μ PD2101 2 12102-2(RAM)
2708 / 2716 / 2732(PROM)
82S123 / 74S288 (PROM)
6530J / 82S16(256 \times 1S RAM)
OTHERS ULN-2064B / ULN-2074B /
TD62064(DARLINGTON SW)
 μ A78GU1C(REGULATOR)
MB3712

Set : Sample US \$480 with PC-BOARD

100-1000Sets

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74LS273 (D-FF)
74LS283 (FULL ADDER)
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74LS368 (HEX-IN INVERTER)
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74LS393 (COUNTER)
etc

Machine

Assembled & Tested
Sample Price US \$1350

100~1000

Quotation (別途見積り)

GALAXIAN用PC-BOARD Assembled & Tested

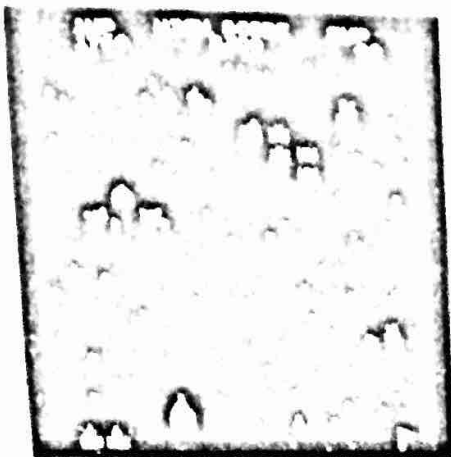
Sample Price US \$795⁰⁰

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- (1) Cash Advanced.....big discount available
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- (3) D/P at Sight.....Standard Price



GALAXIAN用 完成基板



\$795⁰⁰



INTERNATIONAL SCIENTIFIC CO., LTD.

100-1000PCS Quotation (別途見積り)

EXHIBIT

1

199117

Coin Box

MAY 1947

OCTOBER 1947



EXHIBIT

1
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NAMCO HOW TO GUARANTEE FULL ASHBOX



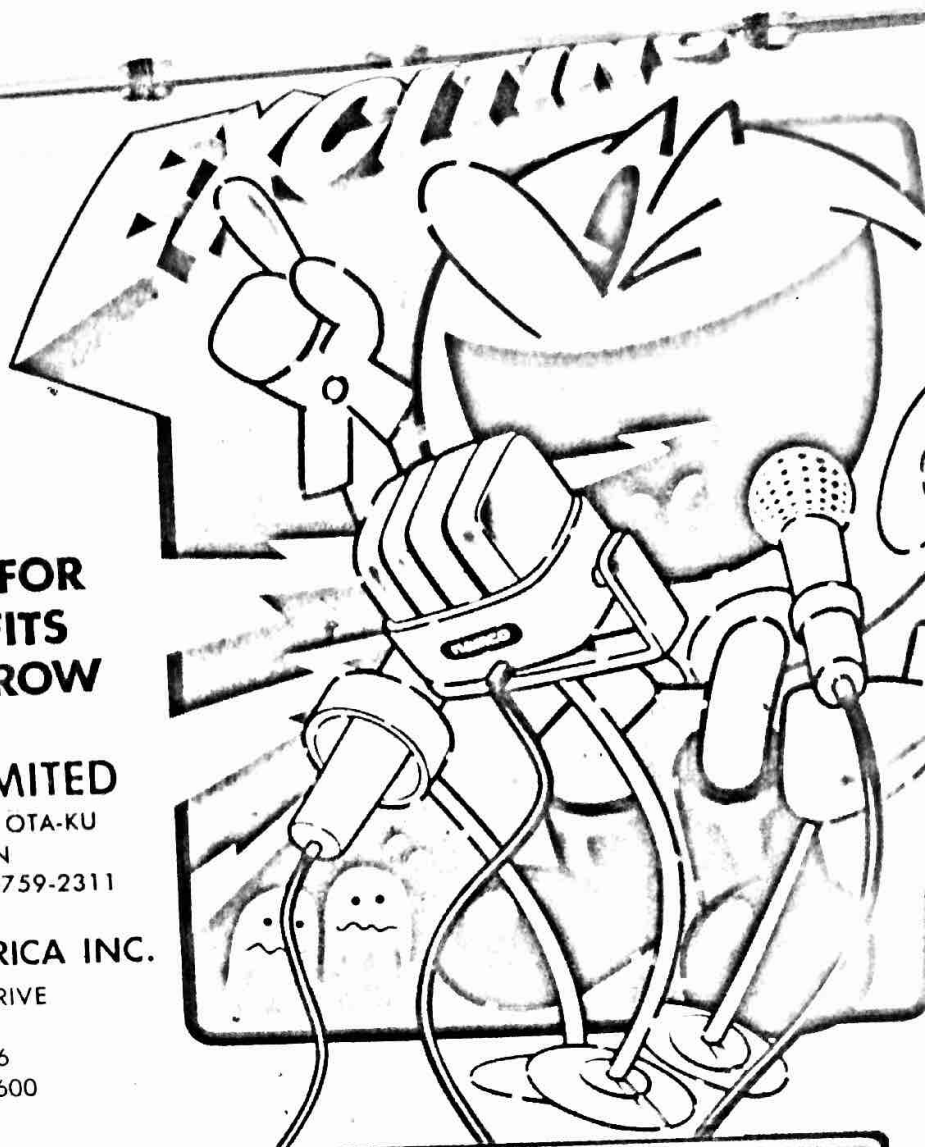
**WORKING FOR
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OF TOMORROW**

NAMCO LIMITED

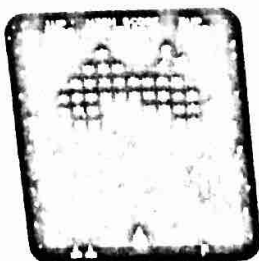
2-8-5, TAMAGAWA, OTA-KU
TOKYO, 146, JAPAN
PHONE: TOKYO (03)759-2311

NAMCO AMERICA INC.

343 GIBRALTAR DRIVE
SUNNYVALE,
CALIFORNIA 94086
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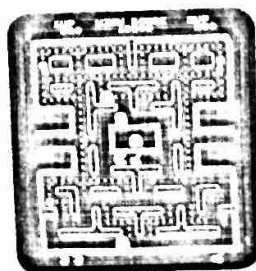
Galaxian



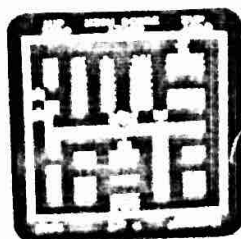
RALLY-X



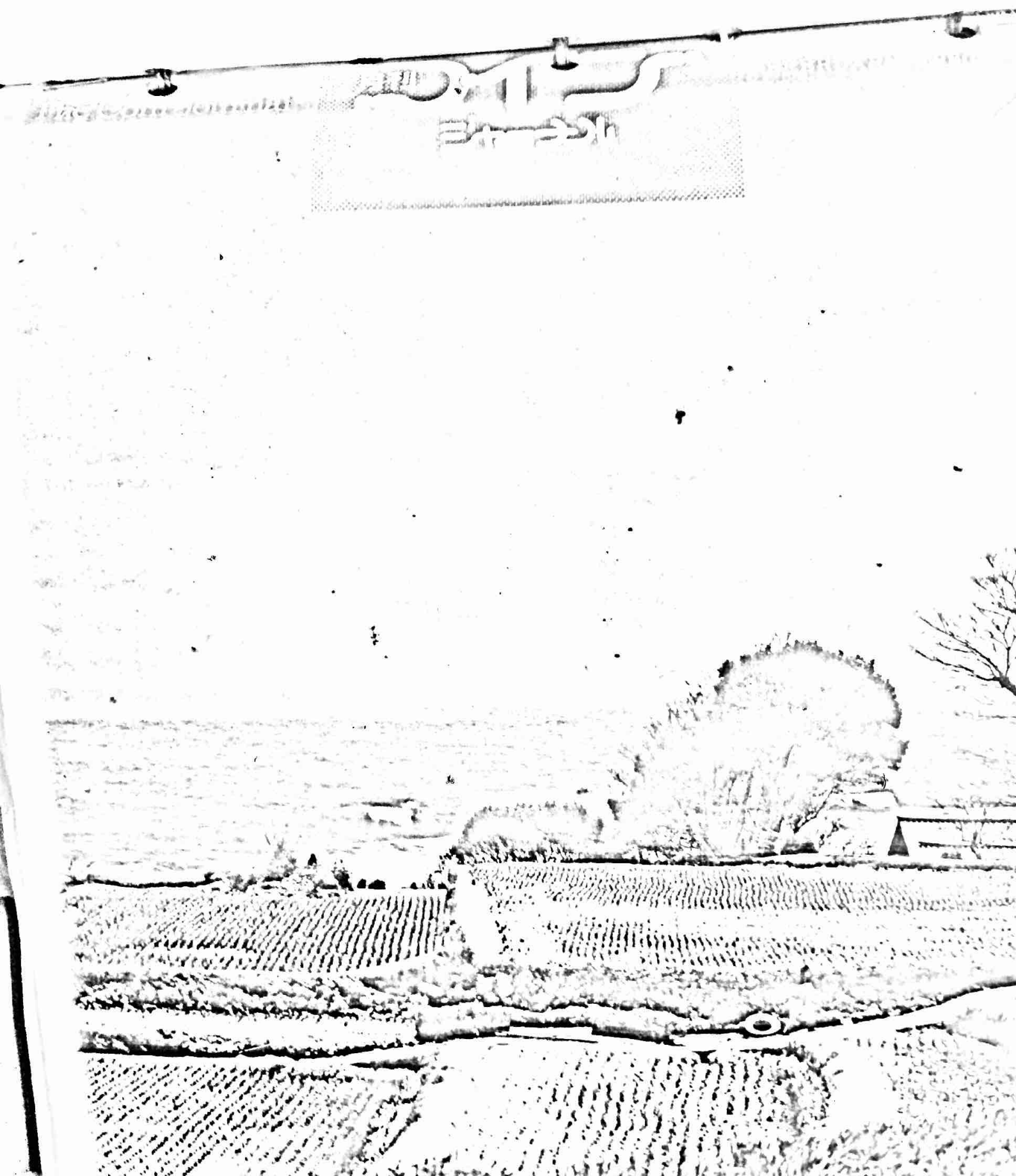
PAC-MAN



Tank Battalion



EXHIB



FIGHTER

●迫力のスペースゲーム、PT-アストロファイター

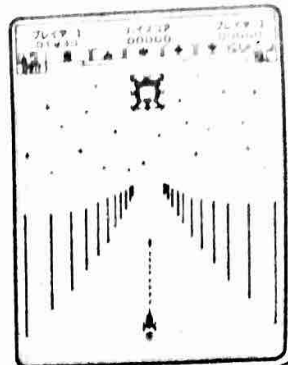
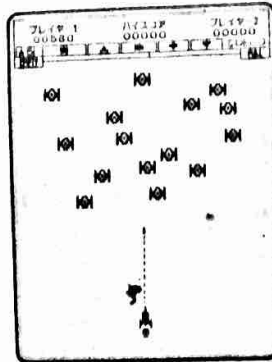
敵機群を次々に撃破!!

燃料は残り少ない。

キングコアを撃墜せよ!!

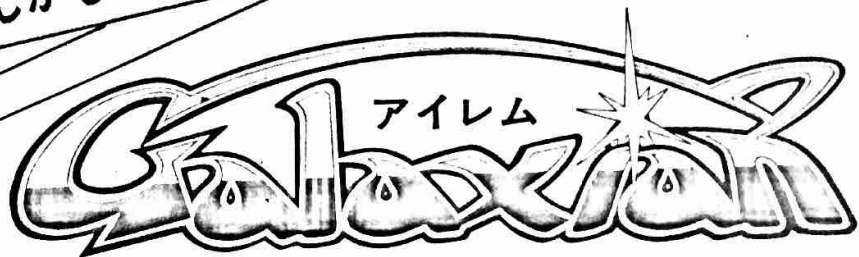
●宇宙戦争ゲームの荘大なストーリー!

1. 三角形に隊列を組んだ11機の敵機と交戦
2. 横2列に隊列を組んだ12機の敵機と交戦
3. 1機1機自由に襲いかかる12機の敵機と交戦
4. 縦1列編隊5列からなる15機の敵機と交戦
5. 以上を撃滅し、キングコア(敵の親)と一騎討
6. キングコアを撃退し、燃料を補給
再びプレイ



PT・AF ▽95-1655

★深みのあるゲーム内容、しかもバリエーション豊かな高性能マシン

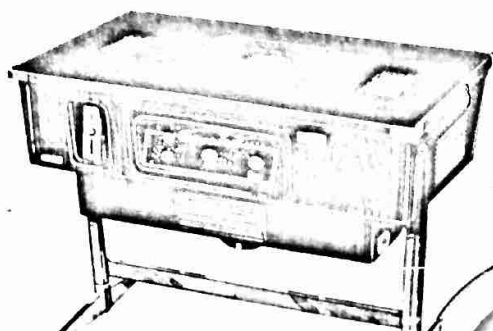
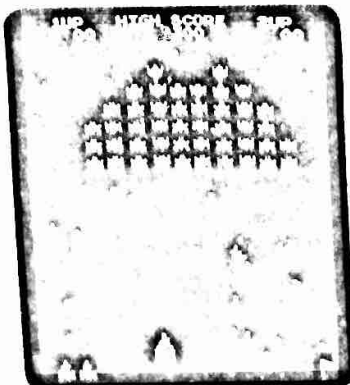


PT-アイレムギャラクシアン

文明への挑戦か宇宙怪獣来襲 たて! 銀河戦士!!

指令:エイリアンを撃滅せよ!

宇宙空間を、異音を発して進むエイリアンの大編隊。追うは我がギャラクシアン。エイリアンを撃て、次々と編隊を離れ、不気味なカーブを描いて突っ込んで来るエイリアン。バラバラと爆弾をまき散らす姿は、まさに悪魔の化神。爆弾を間一髪かわし、エイリアンを思いっきり引きつけ、1機又1機とたたづけるサスペンス、次第に激しさを増すエイリアンの攻撃は、ゲームのテクニシャンをも、うならせずにはおきません。一味違うスペースゲーム、アイレム“ギャラクシアン”。



〈仕様〉
●横幅/830mm ●奥行/560mm
●高さ/640mm ●重量/45kg
●容量/100V 105W
PT-G. X ▽95-1655



明日の波長をキャッチする



●プレイテーブルのお申し込み、お問い合わせは

- 本 社/大阪市東区安土町2丁目30番地(大阪国際ビル20階) TEL(06) 264-1391(大代表)
- 東京支店/東京都中央区銀座8-3-4(D.Kビル5F) TEL(03) 5561-1111
- 松原センター/大阪府松原市西大塚1丁目1-5-16 TEL(06) 6641-1111
- 大阪南支店/大阪市浪速区元町5丁目547 TEL(06) 6441-1111
- 全国営業網/札幌/旭川/青森/東京北/横浜/千葉/静岡/名古屋/豊橋

EXHIB



ARTIC

UNLAD Bayonne, N. J.

EXHIB

1
p. 14 of

A large Formation buzzing around the cosmic space. It's our Galaxy Ships that chase. Attack the Aliens, who are thrusting in with weird curve! The figures sprinkling bombs about are just the devil incarnates! Dodging the bombs by a hairbreath, our heroes draw

the Aliens as near as possible and shoot them down. What a thrill! The increasing violence of the Aliens' attack takes the breath of the technical players. You must experience a different taste from this Space Game.

Score

The highest scores are 999,990
Left: First Player.
Right: Second Player.

High Score Sign

The board shows brilliantly the alory of the highest score.

The remaining number of our planes.

This shows the remainder of Galaxy Ships. After scoring a certain number you will get an extra plane.

Credit

You can deposit coins for nine games.

Scores

Alien	Formation	Shoot Down
Flag ship	60	150 200 300 800
High Alien	50	100
Blue Alien	40	80
Green Alien	30	60

Shoot Down

The Aliens roll over from their Formation one by one, and scatter bombs. If you shoot them down in this condition, your score will be doubled.

Space Rocket

Our Galaxians' Rocket's "Galaxy Ship" dodge tactfully the Aliens and defeat them with Cosmic Missile!!

Flags

The flags show the appearing Formations. A large Flag stands for ten little ones for easy discrimination.

- 1 The score will be double for shooting down an attacking alien.



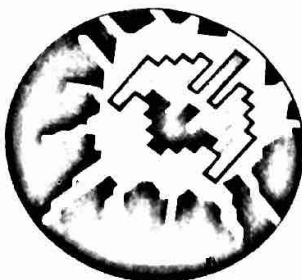
800



After shooting down two guards, you defeat a Flag ship.

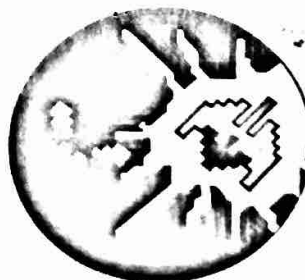
- 2 The score is different in accordance with the number of the Flag ships and their guards.

150



Defeating a Flag ship without any guard.

200



Defeating a Flag ship with one guard plane.

300



Defeating a Flag Ship with two guard planes.

- 3 Pay attention when the Aliens run low!

When the number of the Aliens run low, they will change their attack patterns Zigzag, Rolling over, Dashing their planes, Desperate counterattack, breathtaking dreadfulness!



ARTIC ELECTRONICS CO.

MAIN OFFICE: 2 LANE 69, KAN SHAN HENG STREET, LI TUNG, MEI CHIEN CHEN DISTRICT, KAHSIUNG, TAIWAN, R.O.C.

TELEX: 72537 ARTIC
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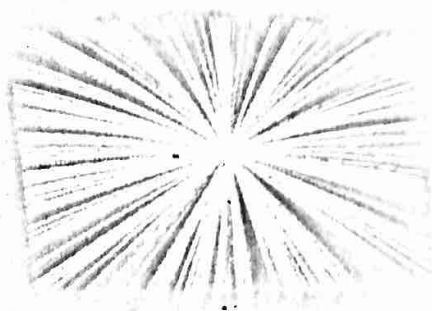
15-91

REPLAY

America's Coin-Op Entertainment Trade Publication

NOVEMBER
1981

DEFENDER



NOVA
SHOWBOOK

Williams Wheels Its First Video Game
Chicago Exposition as Pin
Arcade TV Craze With Their Own

2 EVU

ing to the question have been equally split of the operators like this pricing. They were equally split regarding how many balls to vend on half-buck play (half said they used 3 balls, the other half 5).

The average life of a flipper game at one location before rotation (according to the poll) is 4½ months. Over all, it takes almost 16 months on location before the initial cost of the machine is recovered, according to this poll, so there's a bit of rotation indicated here. What's the ideal collection gross the operator wants from his pins? How's about \$108.50 — that's what the averaged-out answers amounted to. As an aside, we learned that around 83% of the operators use wide-body flippers, but on their routes, only 15% of the pins are of that size.

The outstanding money-makers on location this year, according to the responding operators, are:

PINBALL MACHINES

VIDEO GAMES

- | | |
|-----------------------------|-----------------------------|
| 1. Firepower (Williams) | 1. Asteroids (Atari) |
| 2. Gorgar (Williams) | 2. Galaxian (Midway) |
| 3. Space Invaders (Bally) | 3. Space Invaders (Midway) |
| 4. Silverball Mania (Bally) | 4. Missile Command (Atari) |
| 5. Flash (Williams) | 5. Rip Off (Cinematronics) |
| 6. Meteor (Stern) | 6. Astro Fighter (Gremlin) |
| 7. Spiderman (Gottlieb) | 7. Deluxe Invaders (Midway) |
| 8. Buck Rogers (Gottlieb) | 8. Carnival (Gremlin/Sega) |
| 9. Stellar Wars (Williams) | 9. Monaco GP (Gremlin/Sega) |
| 10. Sea Witch (Stern) | 10. Targ (Exidy) |

IN LESS THAN 15 MINUTES...

...YOUR GALAXIAN CAN BECOME A...

Super Galaxian

As easily as replacing 5 plug-in chips on the board, your Galaxian can become a Super Galaxian in more ways than one! This Silver Systems kit (SG-100) has increased player interest and challenge in every Galaxian tested, including both game rooms and street routes. Collections also increased by up to \$150.00 weekly!

Kit SG-100 does not change any of the characteristics that have already made Galaxian one of the top money making games of all time. The kit only creates a more challenging game by intensifying ship speeds and formations. And because kit SG-100 changes no circuitry or wiring, boards remain repairable with Galaxian test equipment and schematics.

Once you see the difference a Silver Systems kit SG-100 makes, you will want to make all of your Galaxians...

Super \$225⁰⁰ EACH
Galaxians 5 OR MORE \$200-

FREE PERSONALIZING AVAILABLE

We will put the name of your location (or company) right on the screen. Just tell us the words you want to appear on your Galaxian and we will program them right into your kit. Letters and numbers available. There are 20 spaces on each of 2 lines, 40 spaces in all (including blank spaces). Each kit is personalized individually, no two kits have to be the same. To order, send to:

Silver Systems

P.O. Box 6992
Buffalo, NY 14240
(716) 873-0574

mostly centering on the three suggestions: 1. more quality into the construction, 2. lower the prices, 3. don't bring out so many new models as often. Here are some specific comments:

FROM THE NORTHEAST

"Manufacturers should make the playfields out of plastic because the current ones break after six months. They should be less arrogant and listen to operators for new ideas."

"Firepower' has shown major improvement in interest in pinball. To have a 'Galaxy' game at 50¢ would be terrific."

"Bring back some of the great old ones in solid state. Games like 'Whoopee', 'Pretty Baby' and 'Wagon Wheels'."

"How about a two level game?"

"Make time games rather than 'ball' games."

"Make games that don't require foolish service calls for things like stuck balls. Use fewer lights and larger rubbers."

FROM THE MIDWEST

"Talking pins are really exciting. They should make the voice column adjustable and separate from the other volume and make the words clearer. Also, make them talk during the attract mode."

"Most pins today are too difficult to win a free game on. People like a good long fight with a pingame before losing the ball."

"Let's have more new features like the in-line drop targets with holes behind them."

FROM THE SOUTH

"How about a clear, split level playfield with drop-through holes?"

"Stop worrying so much about graphics and put more into the game itself."

"Concentrate on performance and go for higher play pricing."

"Make video games."

FROM THE WEST

"Quit leaving the middle of the playfield so wide open"

"Let's have more multi-ball games and talkies."

"Use your imagination. Just don't change the back glass and re-position the bumpers."

POOL TABLES

The operators are fairly regular with their pool table purchases. 51% of them said they'll be buying the SAME this year compared to last; 37% said they'll take LESS and 12% said they'll buy MORE.

The average weekly gross on pool tables right now is \$69.00. Some 27% of the operators say they have most of their tables on 50¢ play, 18% say most are on 35¢ play and the balance (55%) are still mostly on quarter play.

Tournaments, difficult as they are to "sell" to many operators, seem to be appreciated. About 48% of the operators responding to our poll said they have been involved in a pool tournament and of them, a full 90% would like to get involved in one again.

The polled operators posted a seven month average time for the cloth recovery of a pool table. But, they also posted a three year-plus life for the table itself in a particular location before they replace it. While \$69 is the national gross collection average on a pool table per week, the ideal number operators would like amounts to \$84.00.

How about the same-size cue ball question? It turns